

# Thomas Wellmann

## Data

Born Dec. 24 1984  
Heilbronn, Germany

Nationality German

Driver's License Yes

Languages German native  
English fluid  
French basics  
Klingon basics

Availability Freelance or full time

Willing to move? Yes (worldwide)

## Skills

Modeling (Organic, hard surface)  
Texturing  
Rigging  
Animation

Graphics design  
Layout  
Typography  
UI design

Game design  
UX design

DSLR Photography  
Photo design

Sketching

Video editing

Mario Kart 8

## Tools

modo  
Marvelous Designer  
Substance Designer/Painter  
Quixel Suite

Unity 3D  
Unreal Engine 4  
GameMaker-Studio

Photoshop  
Illustrator  
InDesign  
After Effects  
Premiere Pro

## Employment

Aug. 2016 – today Freelancer, Munich, Germany  
**Clients:** Adidas, Bertelsmann, V W, Media-Saturn

Sep. 2015 – Aug. 2016 VR 3D Artist,  
Innoactive Digital Realities GmbH,  
Munich,  
**Clients:** BMW, BSH, Zeiss

Apr. 2015 – Jun. 2015 3D Artist, digital-artist.info, Munich

March 2014 – Apr. 2014 3D Artist/Designer,  
Critical Force Entertainment Oy,  
Kajaani, Finland  
**Shipped:** Company of Tanks  
for Android/Windows phone

May 2012 – Apr. 2014 3D- and later Lead Artist,  
Cute Attack Oy, Helsinki, Finland  
**Shipped:** Captain Olumsky  
for iOS/Android

Sep. 2013 – Dec. 2013 Graduated gamefounders.com  
startup incubator program,  
Tallinn, Estonia

Nov. 2010 Internship, Chimera Entertainment,  
Munich

## Education

2008 – today **+40** game jams

2008 – 2013 Mediadesign Hochschule, Munich  
B.Sc. in game design

2005 – 2008 Apprenticeship for graphics design,  
staatl. gepr., Berufskolleg für  
Grafikdesign, Heilbronn